IRON DRAGON

A truly massive creature, even by draconic standards, the iron dragon stands imperious and imposing over all who draw near. The creature's wings stretch far and wide, connecting at its hulking shoulders and running down the length of its body. Its scales gleam with a brilliant metallic grey and its beady red eyes cut through the darkness of night. Atop the dragon's head are three swept back horns, each ending in a pointed tip.

Rulers Scorned. There once was a time when iron dragons ruled vast kingdoms and commanded respect from all other creatures, even other dragons. Due to countless wars and a gradual decline in their society, the iron dragons were toppled from their place at the top. Now, under the guidance of their great sovereign, the iron dragons seek to reinstate their position as the uncontested rulers of the realm.

The Iron Wars. The final conflict that brought down the kingdom of ferrous dragons, whom the iron dragons ruled, was a conflict that lasted several centuries and came to be known as the iron wars. During this time of unrelenting conflict between the dominant ferrous dragon species, things shifted when the nickel dragons switched sides to fight on behalf of the great iron dragon, Gruaghlothor. This quickly ended the war and drove many ferrous dragons into extinction or obscurity. When questioned on what happened to these other dragon species, most ferrous dragons remain silent on the subject.

Ferrous Hierarchy. Iron dragons sit at the top of the ferrous dragon hierarchy. Beyond their own internal hierarchy used to dictate commands among their own kind, they also rule over chrome, cobalt, tungsten, and nickel dragons. Each ferrous dragon species has their own sovereign, an exceptionally powerful great wyrm who speaks for their kind. At the top of the iron dragon's chain of command is a dragon known as the Iron Sovereign.

An Iron Dragon's Lair.

Iron dragons can make themselves at home in practically any locale, however, they prefer to claim foothills and mountainous regions as their lair when possible and convenient. The actual lair of the dragon is often a series of large chambers interconnected by multiple passages, allowing the dragon to move freely and unpredictably in their home.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon's lair attempts to claim a creature as its own, transforming them into a statue made of solid iron. A single living creature within 60 feet of the dragon must succeed on a DC 15 Constitution Saving Throw or become restrained as its flesh begins to turn to iron. A restrained creature must make a second saving throw at the end of their next turn, becoming petrified and turned into solid iron on a failure.
- Any metal being worn or carried by a creature the dragon can see within 120 feet starts to glow red-hot. Any creature in contact with the metal objects takes 2d8 fire damage. In the case of a metal object being held, the creature holding the object must succeed on a DC 15 Constitution Saving Throw to avoid dropping the object at their feet.

Regional Effects

The region containing a legendary iron dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Iron deposits become abundant in any nearby mountains or rock areas.
- Living creatures may feel slow and sluggish when spending elongated periods of time near the lair. Anytime a creature takes a long rest within 10 miles of the dragon's lair they must succeed on a DC 10 Constitution Saving Throw at the start of the day or gain one level of exhaustion.
- The dragon is able to sense non-precious metals present within 25 miles of its lair. This allows it to find valuable deposits of metal deep underground, and enables the dragon to know the location of any creatures wearing armor made of such materials near its home.

If the dragon dies, all regional effects disperse instantly, however any existing iron ore deposits remain.

Iron Dragon Wyrmling

Large Dragon, Typically Lawful Neutral

Armour Class - 17 (natural armor)
Hit Points - 77 (8d10 + 32)
Speed - 30 ft., burrow 15 ft., fly 60 ft.

STR 20 (+5)
DEX 14 (+2)
CON 18 (+4)
INT 14 (+2)
WIS 11 (+0)
CHA 14 (+2)

Saves DEX +4, CON +6, WIS +2, CHA +4
Skills History +4, Intimidation +4, Perception +2
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 4 (1,100 XP)

Proficiency Bonus +2

Actions

Bite.
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.
Hit: 11 (1d12 + 5) piercing damage.

Breath Weapon (Recharge 5-6).
The dragon uses one of the following breath weapons;

- **Sleeping Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1d6 rounds, or until they take damage, or someone uses an action to shake or slap them awake.

- **Spark Breath.** The dragon exhales brilliant sparks in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage and 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Shape.
The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Young Iron Dragon

Huge Dragon, Typically Lawful Neutral

Armour Class - 18 (natural armor)
Hit Points - 212 (17d12 + 102)
Speed - 40 ft., burrow 20 ft., fly 80 ft.

STR 24 (+7)
DEX 14 (+2)
CON 22 (+6)
INT 16 (+3)
WIS 13 (+1)
CHA 18 (+4)

Saves DEX +6, CON +10, WIS +5, CHA +9
Skills History +7, Intimidation +8, Perception +5
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 11 (7,200 XP)

Proficiency Bonus +4

Actions

Multiattack.
The dragon makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +11 to hit, reach 10 ft., one creature.
Hit: 20 (2d12 + 7) piercing damage.

Claw.
Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 16 (2d8 + 7) slashing damage.

Breath Weapon (Recharge 5-6).
The dragon uses one of the following breath weapons;

- **Sleeping Breath.** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or fall unconscious for 2d6 rounds, or until they take damage, or someone uses an action to shake or slap them awake.

- **Spark Breath.** The dragon exhales brilliant sparks in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (5d10) fire damage and 27 (5d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Shape.
The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).
In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Adult Iron Dragon

Gargantuan Dragon, Typically Lawful Neutral

Armour Class - 19 (natural armor)
Hit Points - 351 (19d20 + 152)

Speed - 40 ft., burrow 30 ft., fly 80 ft.

STR 28 (+9)
DEX 14 (+2)
CON 26 (+8)
INT 18 (+4)
WIS 15 (+2)
CHA 22 (+6)

Saves DEX +8, CON +14, WIS +8, CHA +12
Skills History +10, Intimidation +12, Perception +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 18 (20,000 XP)

Proficiency Bonus +6

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +15 to hit, reach 10 ft., one creature.
Hit: 22 (2d12 + 9) piercing damage.

Claw.
Melee Weapon Attack: +15 to hit, reach 5 ft., one creature.
Hit: 18 (2d8 + 9) slashing damage.

Tail.
Melee Weapon Attack: +15 to hit, reach 15 ft., one creature.
Hit: 16 (2d10 + 9) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6).

The dragon uses one of the following breath weapons;

- **Sleeping Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 2d8 rounds, or until they take damage, or someone uses an action to shake or slap them awake.

- **Spark Breath.** The dragon exhales brilliant sparks in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 33 (6d10) fire damage and 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Shape.
The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).
In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Iron Dragon

Gargantuan Dragon, Typically Lawful Neutral

Armour Class - 19 (natural armor)
Hit Points - 615 (30d20 + 300)

Speed - 40 ft., burrow 40 ft., fly 80 ft.

STR 30 (+10)
DEX 14 (+2)
CON 30 (+10)
INT 20 (+5)
WIS 17 (+3)
CHA 26 (+8)

Saves DEX +10, CON +18, WIS +11, CHA +16
Skills History +13, Intimidation +16, Perception +11
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 25 (75,000 XP)

Proficiency Bonus +8

Traits

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +18 to hit, reach 10 ft., one creature.
Hit: 23 (2d12 + 10) piercing damage.

Claw.
Melee Weapon Attack: +18 to hit, reach 5 ft., one creature.
Hit: 19 (2d8 + 10) slashing damage.

Tail.
Melee Weapon Attack: +18 to hit, reach 15 ft., one creature.
Hit: 17 (2d10 + 10) bludgeoning damage.

Frightful Presence.
Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6).

The dragon uses one of the following breath weapons;

- **Sleeping Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or fall unconscious for 3d8 rounds, or until they take damage, or someone uses an action to shake or slap them awake.

- **Spark Breath.** The dragon exhales brilliant sparks in a 60-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 38 (7d10) fire damage and 38 (7d10) lightning damage on a failed save, or half as much damage on a successful one.

Change Shape.
The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).
In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect.
The dragon makes a Wisdom (Perception) check.

Tail Attack.
The dragon makes a tail attack.

Wing Attack (Costs 2 Actions).
The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.